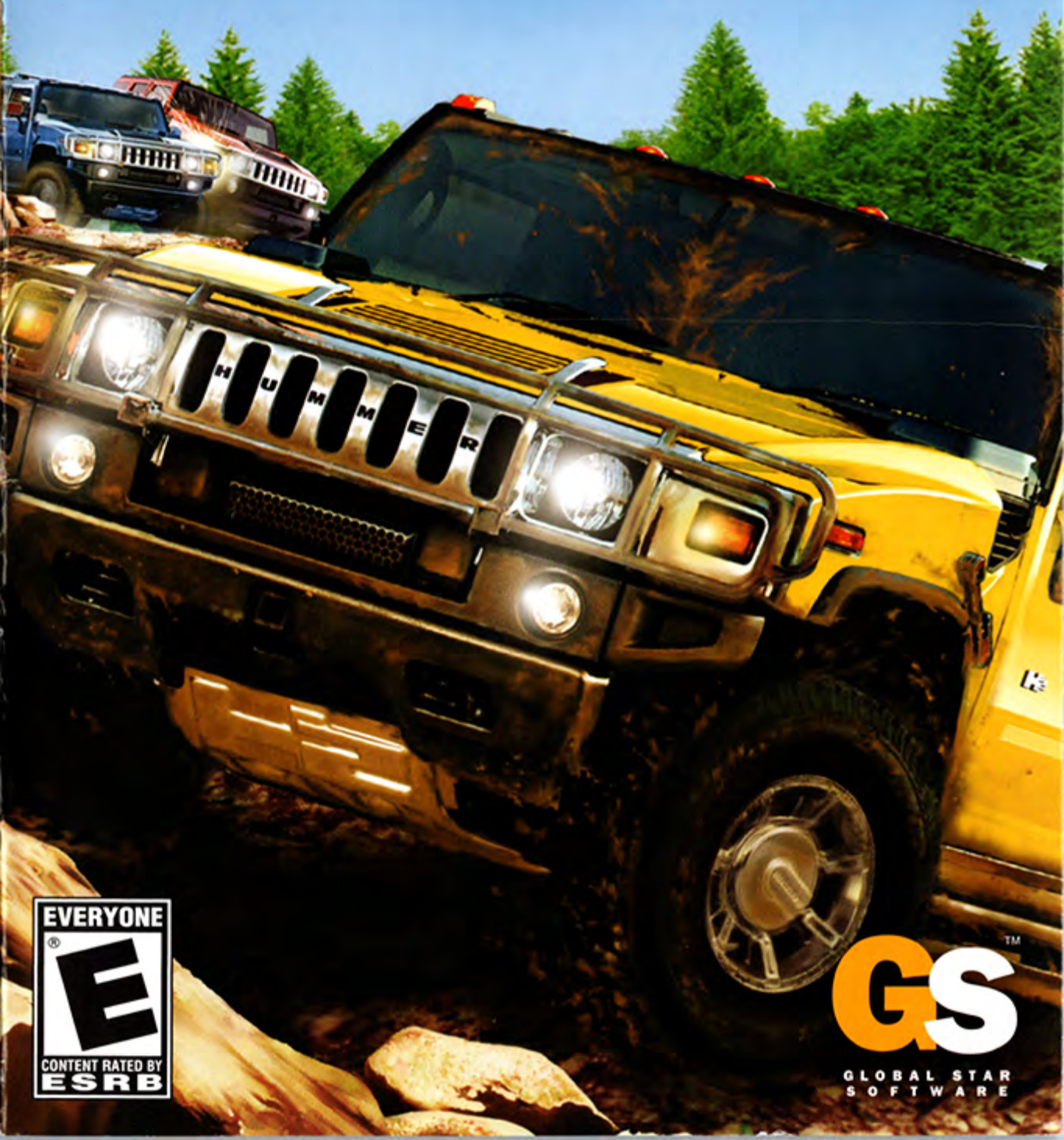


HUMMER[®] BADLANDS



GSTM
GLOBAL STAR
SOFTWARE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

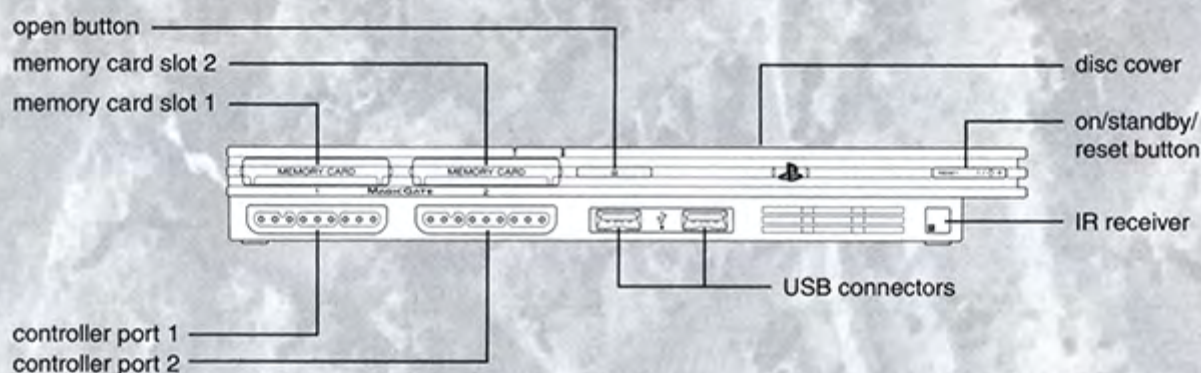


HUMMER® BADLANDS

Table of Contents

Controls	3
Starting the Game	4
Creating a Profile	4
Player Mode Menu	5
Single Player Menu	5
Multiplayer Menu	7
Starting a Single Player Game	7
HUMMER® Select Screen	7
Track Select Screen	8
Starting In Extreme Off-Road	8
Starting a Multiplayer Game	9
Traction Modes	10
Credits	14
Warranty and License Agreement	16
Technical Support	17

Getting Started

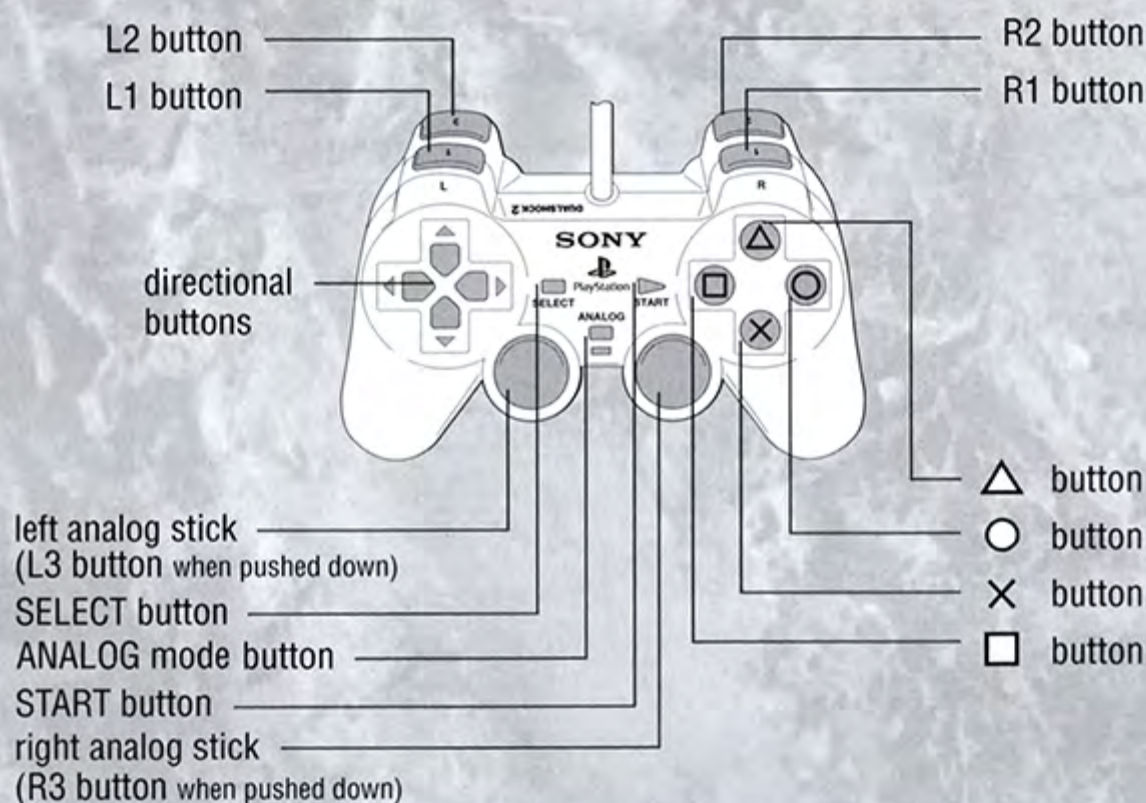


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the HUMMER®: Badlands disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Action	PS2 Controller	Steering Wheel
pause	START button	START button
camera view	△ button	Select button
handbrake	○ button	R2 button
accelerate	× button	× button Right Pedal
brake / reverse	□ button	Left Pedal
reverse		□ button L2 Button
look back	L1 button	L1 Button
gear down	L2 button	○ button
gear up	R2 button	△ button
steer	Left analog stick Directional buttons	Wheel
accelerate/brake/reverse	Right analog stick	
headlamps on/off	Click the right analog stick	R1 button

NOTE: Press the left or right directional buttons to select one of four controller configurations.

HUMMER[®]: Badlands

When there's tough terrain to be mastered, hill climbs to conquer and challenges that require on and off-road power, there's only one vehicle for the job: THE HUMMER[®].

Race across tarmac and dirt trails, tackle extreme off-road challenges such as challenging inclines and shifting terrain, power through low-gear hazards and sweep away the opposition as you battle to prove your ultimate driving skills in **HUMMER[®]: Badlands...**

Starting the Game



Press the START button and you're presented with the option to Create a New Profile or Load a Profile if you have already created one. The profile is where your successes, best times and records are logged.

Creating a Profile

To create a Profile, simply enter your name using the on-screen keyboard. Once you're happy, select the DONE option and your new Profile will be created. Your game progress is autosaved to the Profile; whenever an event is successfully completed your achievements will be recorded.



Player Mode Menu

Your first option is to choose your Player Mode: Single Player or Multiplayer. From this menu you may also adjust your sound set-up and other options via the Options menu selection.



Single Player: Select this option to play alone.

Multiplayer: *HUMMER®: Badlands* supports Two-Player, Head-to-Head gaming. To compete against a friend, select this option. Note that you must have a second controller connected to your console to play in Multiplayer Mode.

Options: Change your sound settings, controller configuration and more using the Options Selection.

Load Replay: Players can load, review and delete saved replays from the Load Replay screen. Use the directional buttons to scroll up and down through the saved replays. To load a replay press the X button; to delete a replay press the Δ button.

Single Player Menu

Extreme Off-Road Challenges

HUMMER®: Badlands includes the two Extreme Off-Road Challenges in Single Player:

- **Granny Gear:** The ultimate test of control and balance! You'll face an increasingly difficult assortment of trials



and obstacles – speed-sapping climbs, uneven terrain, river-crossings and more... You're against the clock, but flat-out speed isn't always the answer... Keep your gearing low and the power constant and you'll conquer each challenge...

- **Pike's Peak:** The extreme off-road challenge. Battle to the summit, through dense undergrowth, up extreme gradients and over shifting road surfaces. It's a high-speed climb against the clock; follow the navigation prompts and check out the best route. But the clearest route isn't always the quickest...

Beat the Clock: In this mode you're racing against the clock! To continue racing you must make it to the Checkpoint within the designated time. Do so, and you'll be given a Time Bonus to continue to the next Checkpoint. Fail and your race ends...

Championship: Championship is the heart of **HUMMER[®]: Badlands**. Here you compete in a series of races against 3 rival drivers. Your goal is to finish in first place in each race, thus unlocking further challenges and Hummer[®] Vehicles. As you race, watch for off-road shortcuts, obstacles and more, as they can mean the difference between success and failure.

There are five locations, each with five races. Your ultimate objective is to rank first place at each.

Quick Race: This mode allows you to replay any races you have unlocked in Championship Mode.

Time Trial: The aim here is simple: set the best possible lap time you can, within the 3 lap limit and with no opponents to obstruct you. Your best times are then recorded and saved with your Profile.

Multiplayer Menu



Quick Race: Here two players compete against each other in a one-off race. Any Race unlocked in Championship Mode may be raced here.

Pursuit Race: In this mode, both players start on opposite sides of the track. The goal is simple: close

the gap on your opponent! Whichever player has made the most headway by the end of the final lap is declared the winner.

Tug O' War: The ultimate head-to-head challenge! Slam into reverse and drag your opponent towards you. But flooring the gas pedal isn't the answer! Control your revs to hold your position and use strategic bursts of speed to overpower your opponent... The outer circular traction gauge lights up showing your traction - attempt to hold the lights on your gauge at the vertical position to ensure maximum traction.

Starting a Single Player Game

Begin by selecting your Game Mode, then your HUMMER®.

HUMMER® Select Screen

Initially your choice of HUMMER® Vehicle is restricted, but as you proceed through the game you will unlock new models, which may then be used in the various game modes.

Select your HUMMER®, then select the color and your transmission.

Once this is done, you are prompted to select the upgrade options of your HUMMER®. You may individually select from a number of visual upgrades to personalize your HUMMER®.



Note: *The list of upgrades is model-specific, so you may find some HUMMER[®] vehicles with different upgrades.*

The final stage is to manually select your performance upgrades (subject to game mode). You may select a maximum of three performance modifications from those available, which will affect the performance of your HUMMER[®].

You may prefer to use pre-configured performance upgrades to set your HUMMER[®] up in the following classes: SPEED, OFF-ROAD or MIXED.

Track Select Screen

Once you've selected your Game Mode and HUMMER[®], it's time to select your Track. Initially numbers are locked and cannot be accessed – you must progress through Championship Mode to unlock these races.



Select your location and then the race you wish to compete in (for example, choosing Colorado prompts you to select which track at Colorado you wish to race.)

After a short introduction, the race will begin...



Starting In Extreme Off-Road

Upon selection of this Mode, you're prompted to select your Challenge: Pike's Peak or Granny Gear.

Pike's Peak is all about free exploration and finding your own route. Your goal is to reach the summit of the Peak by any route.

Granny Gear is about overcoming obstacles and off-road hazards.

Once you're happy with your selection, you're prompted to select your Challenge. Initially only the first Challenge in each mode is available but you may unlock the next by completing the current challenge.



In every Challenge your goal is the same: complete your objective in the given time.

Select your HUMMER®, paint job and your set-up/customization (see page 7) and you're ready to rock!

Starting a Multiplayer Game

HUMMER®: Badlands supports Head-to-Head play for two players in split-screen mode. To access this mode, you must have a second controller connected.

Your first task is to select which mode you wish to compete in: Quick Race, Pursuit Race or Tug O' War (see page 7 for further details on these modes).



Once the mode is selected, Player One selects their HUMMER® and modifications, as detailed above. Player Two is now prompted to make their selection.

NOTE: This selection is dependent on the game mode being played.

In Quick Race Mode, both players select their HUMMER® of choice individually and may drive different models.

In Pursuit Race and Tug O' War, ***Player one selects the base model HUMMER® and both players use the same model of vehicle.*** They may however, customize their vehicle (see page 7) individually.

Your final task is to select your Track and Race (see page 8). Your initial selection is limited, but as you progress through Championship Mode, more venues will be unlocked.

Note: There is no progression in the Multiplayer Modes.

Traction Modes

Hi gears will be automatically selected depending on the type of terrain. You will need to select the traction mode that best suits your driving style in low gear.

4 Hi Open: For normal everyday driving on dry road surfaces, allowing the front and rear axles to move at different speeds with a 40/60 front to rear split.

4 Hi Locked: For semi-slippery surfaces like snow, light sand, gravel or wet areas. This locks the front and rear axles together for additional traction and has a 50/50 front to rear power split.

4 Low Locked & Rear Axle Differential Locked: For optimum, slow-speed compatability while climbing large rocks or steep grades, the rear differential locks the rear axle shafts together sending equal torque to both rear wheels.

4 Low Locked: For severe off-pavement use. This locks the front and rear axles together and engages a reduction of the gear ratio to 2.64:1 for controlled rock and obstacle climbing. This mode also has 50/50 front to rear power.



Notes

Notes

Notes

Credits

For Eutechnyx Limited

Managing Director

Brian Jobling

Director of Business Development

Darren Jobling

Marketing Director

Paul Jobling

Executive Producer

Dave Thompson

Producer

Tony M Roberts

Project Manager

Peter Davies

Programming Manager

Andrew Perella

Technology Manager

Mark McClumpha

Creative Manager

Mark Barton

Lead Designer

Kev Shaw

Lead Programmer

John Dye

Programming Team

David Hawes
Matthew Griffin
Andrew Buckingham
Alex Busby
Lee Clark
Ben Kenwright
Dinesh Kumar
Stefano Lanza
Caleb Leeke
Neil Lock
Craig McHugh

Stuart Merry
Dale Norton
Darryn Robson
Tim Stephenson
Joe Stevens
Nathan Whitaker
Richard Whitehead

Car Team Manager

Neil Massam

Internal Audit Manager

Jon Murray

Internal Audit

Greg Loscombe

Graphics Team

Chris Brown
Jon Bursey
Jonathan Chater
Malcolm Chater
Richard Coates
Paul Davidson
Lee Doyle
Joe Ells
Oliver Gainford
Simon Gibson
Phil Higgs
Terry Jackson
Mark Shih-Hao Ke
Alan Kwok
Rachel McClumpha
Sam Neale
Jonathan O'Dell
Chris Owens
James Palmer
Stuart Thorniley
Anthony Thornton
Stan Ward

Eutechnyx QA

Jonathan Urwin
Chris Blackburn
Patrick Newman

Set Up

Stuart Barnett
Graham James
James McCreadie

Sound and Voice Production

Script and Dialog Direction

Paul Jobling
Kev Shaw

Voice Talent

Brad Lavelle

Sound Engineer

Adrian Sear (at Soundtracks Studios)

Sound Effects

Peter Connelly
Jonathon Colling (at Octagon Music Productions)

Additional Graphics

4 Elements Media
A Carre
Alive Interactive
Qurios
Infusion
Southlogic

Storyboarding

Paul Davidson

CG Sequences

4 Elements Media

Additional Programming

Mere Mortals
Onisoft

IT Support

Marc "Kheops" Schuszler

With Thanks To

Nick Doggett
Arwen Duddington
Michael Evans
Tina Fiddes
Amanda Jobling
Rosemary Temple
Irving Warnett

Special Thanks

Laurent Berthet of GM Europe
Jean-Philippe Kempf of GM Europe
Justin Bohn and Pete Mattison of Woodfield Hummer USA
Anthony Ferrandiz
Jim Fisher (from Konig)

Trademarks, design patents and copyrights are used with the permission of their owners:

Accessory Manufacturers
Pan Mar Corp (Konig)

For Global Star Software

Published by
Global Star Software
A Division of
Take-Two Interactive, Inc.

Vice President Of Publishing

Steve Lux

Producer

Phil Mikkelson

Product Development**Coordinator**

David Barksdale

Production Team

Dorian Rehfield
Dan Einzig
Andrew Brown
Andy Babb

Quality Assurance**Lead Tester**

Emerson Dibley

Quality Assurance**Director**

Lawrence Durham

Quality Assurance**Senior Tester**

Drew Rogers

Quality Assurance**Standards Testers**

Tristan Clark
Daniel Eguia
Andrew Garrett

Quality Assurance Team

Edmond Flores
Shant Boyatzian
Joshua Ewing
Benj Sykes
Toby Deibel
Adrian Place
Brett Lane
Marc Martinez
Tom Anderson

Product Managers

Anne-Marie Sims
Carissa Wendkos

Graphic Designers

Pete Muench
Fernando Muñoz

Network Administrator

James Curry

Network Technician /**Product Support**

Adam Birstock

Special Thanks

Adam Berg
Rob Fletcher

Music Credits

All music tracks provided by De Wolfe Music (c) 2006

Howie

End Of The Line
Metal Beats
Sense Less
Baby
Loaded Rock
Gothic Horror
Breaking Out
Wired
Drivetime
Excess All Areas
Smackdown
The End
Extreme Power Tracks
Flipside
Alternative Rock
Hard Grind
Interference

Ross Hardy

To The End
Dynamite
Down And Dirty
Teen Idle
Power Trip

Michael Cozzi

Downshift
The Rundown
Fire Road
XL

Software Technology © 2006 Eutechnyx Limited. All other trademarks, logos and copyrights are the property of their respective owners. All Rights Reserved.

Limited Software Warranty and License Agreement

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH GLOBAL STAR SOFTWARE, INC. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD and/or CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
- (f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;.
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING:
GLOBAL STAR SOFTWARE, INC., 575 BROADWAY, NEW YORK, NY 10012

FOR TECHNICAL SUPPORT PLEASE CONTACT:

E-mail: tech@globalstarsoftware.com

© 2006 Global Star Software, Inc. Global Star Software, the Global Star Software logo and the A Take2 Company logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. Software Technology © 2006 Eutechnyx Limited. Eutechnyx and the Eutechnyx logo are registered trademarks of Eutechnyx Limited. General Motors Trademarks used under license to Global Star Software. The ratings icon is a trademark of the Entertainment Software Association. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are the property of their respective owners. All rights reserved. Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

ESRB Rating

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org

GET OFF
THE HIGHWAY!

ELTECHNYX



Design

